TSOCHAR

Infiltrators From Distant Worlds

Habitat: Forest, Planar (Far Realm); **Treasure:** None

Individually, the tsochari are made up of many eel-like strands. These strands all possess a small amount of latent psionic energy and intelligence, but are little more than rat-hunting landbound eels on their own. When grouped together, though, these strands form large clusters which combine their minimal psionic ability into a collective organism known as a tsochar. Tsochari operate in a way entirely alien to most other creatures, but despite their communal nature, they are all seen within their society as individual entities made up of smaller components. Each strand is seen not as its own lifeform, but as a part of the greater being, similar to how you might consider a heart to be living matter, but simply a part of a human being. Individual strands live for approximately 100 years, but the tsochar as an organism can live indefinitely as long as it continues to replace strands as they die-off with newly hatched specimens.

The tsochari have an incredibly intricate caste system which dictates who among them have authority in any given situation. This is how they decide who will operate in which roles during their highly coordinated schemes to travel from the Far Realm and extract magic from other planes of existence. Using their ability to take over the bodies of other living creatures, tsochari are incredibly gifted infiltrators, thieves, and assassins. When they take over the body of another creature they can

entirely replace the host's nervous system, effectively killing them and puppeting around their corpse, or they can choose to leave the host alive and influence their actions by subtly manipulating their body's pain response to incentivise whatever course of action the tsochar demands. They may keep their presence within a living host secret, or they may actively communicate with the host using telepathy to inform them of what is at stake should the host disobey.

The tsochari worship a mysterious deity known only as Mak Thuum Ngatha, The Nine-Tongued Worm. Little is known, even to the tsochari, about this entity, but many believe them to be the progenitor of the tsochari species. Unlike many other aberrations, the tsochari are extremely religious and zealous in the execution of their god's will.

TSOCHARI HOSTS

1d6	The Tsochar Is Inhabiting...
1	A willing cultist of the tsochari gods.
2	A common peasant with dubious intent.
3	A powerful politician.
4	Nobody, but it is looking for a new host.
5	A dying host. It is currently preparing to migrate into a new body.
6	The cleric of a small temple, pushing them towards acts of evil in order to rip open a portal to the Far Realm.

TSOCHARI NOBLES

Rarely, a tsochar may form that belongs to the "noble" caste. Such beings are incredibly dangerous, possessing a higher level of Intelligence and psychic capability.

A tsochari noble uses the Tsochar game rules, with following changes;

- **INT** 22 (+6)
- **Hit Points** 78 (12d6 + 36)
- Telepathy 250 ft.

Mindsight. The tsochar knows the precise location of any creature with an Intelligence score of 4 or greater within the range of its telepathy.

Spellcasting. The tsochar casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

• At will: *Detect Magic, Detect Thoughts, Mage Armor, Mind Sliver*
• 3/day each: *Enlarge Reduce, Charm Person, Ray of Sickness, Sleep*
• 1/day each: *Blur, Crown of Madness, Mind Spike, Summon Aberration*

A tsochari noble is **CR** 4 (XP 1,100; PB +2)

Tsochar

Small Aberration, Chaotic Evil

AC 14 **Initiative** +4 (14)
Hit Points 52 (8d6 + 24)
Speed 20 ft., Climb 20 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 13	+1	+1	**DEX** 18	+4	+4	**CON** 16	+3	+3
INT 16	+3	+5	**WIS** 14	+2	+2	**CHA** 13	+1	+3

Skills Deception +5, Insight +4, Perception +4, Stealth +8
Immunities Poison, Poisoned
Resistances Cold
Senses Darkvision 60 ft., Passive Perception 14
Languages Tsochari, telepathy 100 ft.
CR 3 (XP 700; PB +2)

Traits

Latch On. A creature with the Grappled condition from one of the tsochar's tentacles does not have its movement speed reduced, and if it moves, the tsochar moves with it.

Actions

Multiattack. The tsochar makes three Tentacle Lash attacks.

Tentacle Lash. *Melee Attack Roll:* +6 to hit, reach 5 ft. *Hit:* 6 (1d4 + 4) Slashing damage and the target has the Grappled condition (escape DC 14) from one of five tentacles.

Wear Flesh. The tsochar bores its way into the body of a Paralyzed or Unconscious living creature who is Small or larger, choosing one of the following two options;

> **Inhabit.** The host remains alive and aware. The tsochar can take an action to deal Slashing damage to the host. This damage is calculated using a number of d6 chosen by the tsochar, with a minimum of 3 (1d6) and a maximum of 21 (6d6). This damage cannot be prevented in any way. After dealing this damage, *Constitution Saving Throw*: DC 14. *Failure:* The target is Paralyzed until the end of its next turn.
>
> When the host takes damage other than damage inflicted by the tsochar, the inhabiting tsochar takes half that damage.
>
> **Replace**. The tsochar destroys the host's nervous system, killing them, and animating the body, acting as the nervous system of the dead host. The body remains alive, hosting the tsochar. The tsochar's game statistics are replaced by the host creature, retaining only its Intelligence, Wisdom, and Charisma scores; and telepathy. It also retains any skill and saving throw proficiencies, and uses its original Proficiency Bonus for them.
>
> A tsochar that replaces a spellcaster retains any Sorcerer or Wizard spells prepared by the dead creature, and can cast them as if it had them prepared (spell save DC 13, +5 to hit with spell attacks). The tsochar cannot regain spell slots once expended, and it loses the ability to cast these spells if it leaves the creature's body.

In either case, the host creature takes 2 (1d4) Necrotic damage after finishing a Long Rest while the tsochar is inhabiting its body, and its Hit Point maximum decreases by an amount equal to the damage taken. This damage cannot be prevented in any way, and the lost Hit Points can only be restored with an effect that recovers Hit Point reduction such as *Greater Restoration*.

The tsochar can remain in its host indefinitely, though if the host body is slain the tsochar is forced out, appearing in a space within 5-feet of the dead host. The tsochar may also choose to leave a host's body by taking a Bonus Action to move into a space within 5-feet of the host. Elementals, Oozes, and Plants are immune to this ability.

Bonus Actions

Poison Sting. *Constitution Saving Throw:* One creature who has the Grappled condition from one of the tsochar's tentacles. DC 13. *Failure:* The target takes 9 (2d8) Poison damage. *Failure by 5 or more:* The target is Paralyzed until the end of their next turn. *Success:* Half damage. *Success or failure:* If the Poison damage dealt reduces a living creature to 0 Hit Points, the target is Paralysed for 1 minute and immediately becomes stable.

Created by: ***JOSIAH "DUNGEON DAD" AMBROSE***

Art by: ***Tam***

The Monstrous YouTube Video This Came From: ***The D&D Monster That Perfected Body Horror***

Created in compliance with the Dungeons & Dragons SRD 5.1

**Check out the high-res PDF version on the Dungeon Dad Patreon!*